

Benjamin Geoghegan, Game Developer

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PROFESSIONAL SUMMARY

I am a Game Developer with professional experience building Unity and C# applications, including gameplay systems, VR experiences, simulations, UI, and performance optimization. I have led projects from concept to implementation, collaborated with stakeholders, and created engaging and accessible interactive experiences.

PROFESSIONAL EXPERIENCE

- Nemours Children’s Hospital**
Contract Lead Game Developer

New Castle, DE
Apr 2024 - Present

 - Built a Unity/C# driving simulator end-to-end, including a vehicle physics controller, custom terrain tooling, and production-ready shaders.
 - Authored modular quest and level frameworks with progression systems, puzzle design, and mission scripting to support scalable content.
 - Reduced load times by 45% and maintained 120+ FPS by profiling and optimizing CPU/GPU bottlenecks across assets, shaders, and gameplay systems.
 - Balanced progression pacing and difficulty using telemetry and playtest feedback to improve retention and player flow.
 - Led user research sessions and live demonstrations for patients, clinicians, and board members; iterated on UX and accessibility based on feedback.
- Nemours Children’s Hospital**
Student Co-op Game Developer

New Castle, DE
Jan 2023 - Apr 2024

 - Prototyped VR experiences in Unity using custom-built assets and interaction systems.
 - Developed multiple 2D momentum-based games, refining core gameplay loops and game feel.
 - Modeled and implemented 2D/3D assets; optimized materials and textures for performance.
- Morrison Healthcare**
Student Co-op Game Developer

Remote
Nov 2024 - May 2026

 - Developed a 2D momentum-based platformer in Unity/C#, implementing responsive player movement, power-ups, checkpoints, and gameplay progression.
 - Designed and implemented custom 2D backgrounds, sprites, animations, and visual effects to support a cohesive gameplay experience.
 - Presented live gameplay demonstrations during national virtual meetings with executive leadership, clearly communicating project progress and design decisions.
- ThirdRow**
Contract Software Developer

Remote, US
Apr 2024 - Present

 - Designed and built a scheduled multimedia application in C# for timed playback and automation.
 - Implemented playlist and scheduling logic, configurable timelines, and robust error handling; packaged the application for deployment.
 - Collaborated with the client to refine requirements and deliver maintainable code and documentation.
- CafeNeo**
Freelance Software Developer

Newark, DE
Aug 2024 - Feb 2025

 - Produced and edited multilingual menu content from spoken-language recordings using Adobe Premiere Pro.
 - Designed Unity UI for configurable custom menus with consistent theming and input flows.
 - Built a multi-display configurator in C# to detect, arrange, and persist settings across screens.

Gaming Readapted

Remote, US

Freelance Game Developer

Aug 2023 - Dec 2023

- Integrated the Quadstick adaptive controller into multiple Unity mini-games.
- Authored control-mapping scripts and calibration flows to improve accessibility for players with limited mobility.
- Partnered with users to test and refine input schemes.

Dunkin Joy

Remote, US

Charity Game Developer

Aug 2023 - Sept 2023

- Developed a physics-based 2D mini-game inspired by projectile gameplay mechanics, featuring progressive levels and increasing difficulty.
- Created custom 2D sprites, animations, visual effects, and Line Renderer-based projectile trails to enhance gameplay feedback.

EDUCATION

Wilmington University

New Castle, DE

B.S. in Game Design and Development

Graduated: April 2024

- Led development across multiple Unity/C# projects, owning gameplay systems, UI, and performance tuning.
- Built 2D/3D assets in Maya and Aseprite; authored PBR texture sets in Substance Painter and optimized materials.
- Collaborated in small teams using Git/GitHub with code reviews and clear documentation.
- Produced multiple game trailers using Adobe Premiere Pro and Avid Pro Tools.

TECHNICAL SKILLS

Programming Languages: C#, C++, Python, SQL, JavaScript, HTML

Game Development: Unity, Unreal Engine, VR Development, Gameplay Systems, Level Design, Shader Development, UI/UX, Performance Optimization

Art & Design: Autodesk Maya, Aseprite, LibreSprite, Defold, Substance Painter, Adobe Photoshop, After Effects, Solar2D

Video & Audio Production: Adobe Premiere Pro, Avid Pro Tools

Version Control: Git, GitHub, GitHub Desktop, Perforce, UVCS